NES-5H-USA

INSTRUCTION BOOK

ORB·3D

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

T

Licensed by Nintendo® for play on the

NINTENDO® AND
NINTENDO ENTERTAINMENT SYSTEM®
ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

PRECAUTIONS

This Game Pak is a precision device. It should be kept away from extreme temperatures. Never hit it or drop it. Do not take it apart.

- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
- Do not clean with benzene, paint thinner, alcohol, or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System.®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

The Software Toolworks, Inc. All rights reserved.
GrenoVision(TM) is a trademark of The Software Toolworks, Inc.

Table of Contents

Starting the Game 3

The Controller 4

Keys to Use 5

Your Mission 6

Hints and Tips 9

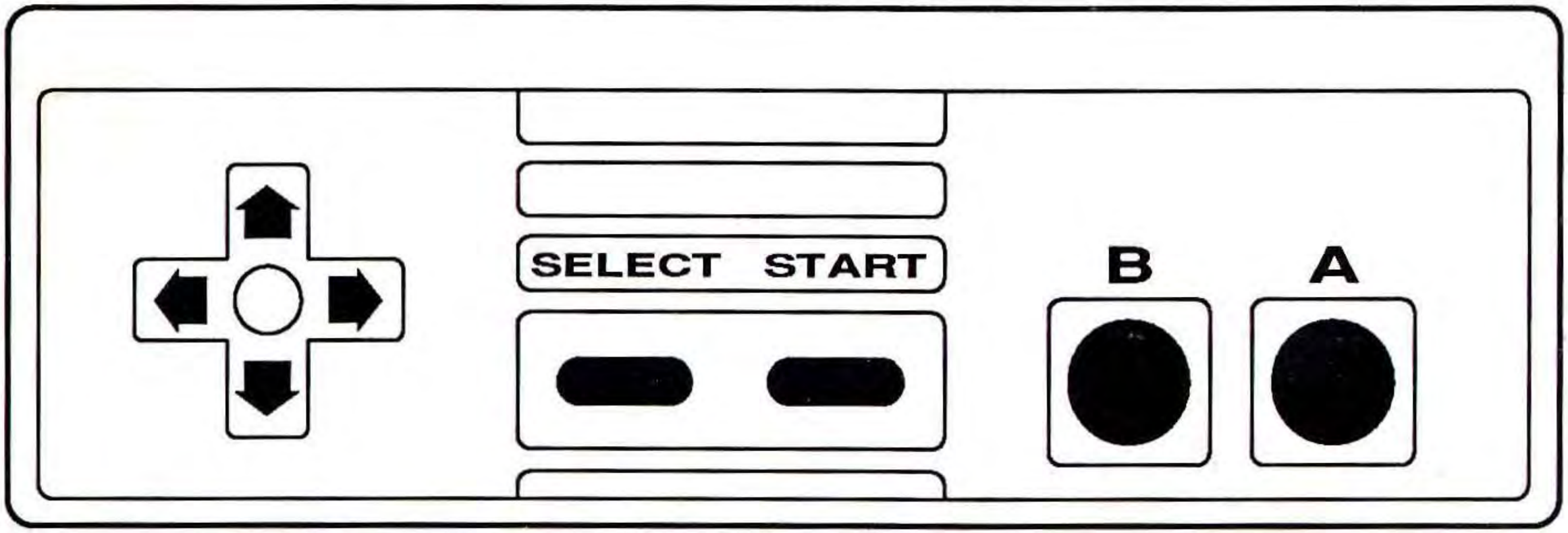
About the 3-D Effect 10

STARTING THE GAME

Welcome to ORB-3D. The fate of the entire universe is in your hands. Here's some quick start information to help you begin your mission.

- Insert the Game Pak into your Nintendo Entertainment System®.
- Turn on the power.
- Put on your 3-D glasses.
- ORB-3D will zoom out of your screen.
- Press START to begin the quest.

THE CONTROLLER



Only Controller 1 is used for this game.

KEYS TO USE

The Control Pad: Use the up/down arrows to control the vertical force shields and to move the Orb vertically in some of the mazes.

Press the **A** Button to dive (change the Orb's trajectory).

Press the **B** Button to go to Vern's to fuel up.

Press **START** to begin.

Press **START** while playing the game to pause.

YOUR MISSION

You are an Explorer First Class, on assignment in a remote corner of the universe. Space stations, Colonial Cruisers and whole solar systems have mysteriously disappeared in this region. A nearby planet is buzzing with rumors of an evil space wizard, Krohn. He controls an enormous Black Hole which has already begun to double in size.

Your ship, the Millennium Orb, is the only space craft capable of withstanding the energy forces of Krohn's Black Hole. There are 30 Enigma Chambers separating you from Krohn. Each chamber will test your wits, skill, cunning and courage. You must keep the Millennium Orb in position by manipulating force shields on the left and right sides of each chamber. You will discover that there are two stationary horizontal force shields at the top and bottom of each chamber in Krohn's domain. You must keep within the plane and deal with the dangers hurled at you by the malicious wizard.

As you bounce off the force shields in each chamber, you will notice your Orb travels on an orbital path around the center plane of each chamber. You can alter this path by diving into and out of the center plane. You can also put some "English" on your Orb by cleverly moving your force shields. Use these techniques to hit the targets in each Enigma Chamber.

As you conquer each chamber, you encounter a staggering diversity of targets and puzzles, the inventions of Krohn's twisted sense of humor. You find yourself battling Eye Spy, Balloonacy, Roamin' Numerals and the Cheshire Cat, not to mention other wily opponents. Remember, keep within the force shields, conserve fuel and complete all the chambers. You MUST defeat Krohn.

Refuel at Vern's Orb-O-Rama when necessary. Vern and his service station/restaurant are, like yourself, now trapped in the vacuum of the Black Hole. Once at Vern's, navigate your Orb through as many fuel bays as possible to fuel up. Note that Vern's has a strong gravitational pull—your force shields are unnecessary here. Steer your Orb and dive from the front and rear of Vern's Orb-O-Rama to fuel up.

Although his life depends on the success of your mission, Vern is still a businessman, and prefers payments in credits. You gather these credits by solving Enigma Chambers. If you're low on credits, you'll notice Vern's fuel bays are closed when you arrive. You can obtain credit by hitting the "$" icon on the right side of Vern's. You must pay for credit immediately with your next 1000 points. If you haven't paid for your fuel, the next time you go to Vern's you'll be out of luck.

Other creatures may hamper your Orb's progress. In particular, be aware of "Chasers." These space pirates save gas money by chasing down hard-working, interstellar travelers like yourself and robbing their fuel tanks. Chasers can also hit targets on the center plane. . . be careful, this may do you more harm than good.

One last word of caution . . . Remember to navigate Krohn's corridors courageously, conserve fuel and refuel wisely, battle the wizard's evil brood and, finally, defeat Krohn. The fate of the entire Universe is in your hands.

HINTS AND TIPS

Navigating in Zero Gravity

Inside the Enigma Chambers you must maintain your position—stay within your force shields. If your Orb slips past your force shields, you'll lose precious fuel returning to the Enigma Chamber.

Fueling Up

Go to Vern's when your fuel gauge reads "LOW." Fuel up as quickly as possible. If no fueling bays are open, hit the "$" icon on the right side of Vern's service station.

Control the Trajectory

Learn to make accurate target hits. Use your force shields to put "English" on the Millenium Orb.

Target Reactions

Some targets react differently when hit from the front than they do when hit from the rear. Sometimes, the direction in which the Orb is traveling affects the reactions of the targets. Hitting some targets causes a chain reaction or a metamorphosis. Wait for the change to occur before you try to hit other targets.

Solve All 30 Enigma Chambers

Clearing the Enigma Chamber of targets is not always the solution to the puzzle. Experiment, use your imagination!

About The 3-D Effect

The ability to see 3-D varies among individuals. To enhance the effect, darken the room, put on the GrenoVision(TM) glasses, relax and look "past" the screen. You will soon see objects that move several inches in front of and behind your display monitor.

Some people may experience eye strain from prolonged use of the GrenoVision(TM) glasses. DO NOT CONTINUE TO WEAR THE GLASSES IF YOU EXPERIENCE EYE STRAIN OR OTHER DISCOMFORT. ORB-3D has been designed for satisfying gaming with or without the GrenoVision(TM) glasses.

Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

90-Day Limited Warranty

Hi Tech Expressions™ warrants to the original consumer purchaser that this Hi Tech Expressions Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 1:00 P.M. to 5:00 P.M. Eastern Standard Time, Mon.-Thurs. and 9:00 A.M. to 1:00 P.M., Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

HI TECH EXPRESSIONS
Attn: Customer Service Department
584 Broadway, New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option. This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITION SET FORTH HEREIN. IN NO EVENT SHALL HI TECH EXPRESSIONS BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

584 Broadway
New York, NY 10012

Printed in Japan